

## **ABSTRACT**

*Adolescence is an age where there must be very strict parental supervision because adolescence is the age to organize identity to the adult stage. The role of parents in supervising the pattern of life and relationships is needed not because they are considered overprotective parents. There have been many cases of sexual violence in the community due to the lack of sex education for teenagers. Based on research conducted by Durex Indonesia on sexual and reproductive health, it shows that 84% of adolescents in Indonesia have not received sex education. Therefore, in making an educational platform about sex for teenagers in dating, they should have healthy relationships and not tend to be toxic relationships. Researchers have obtained data from competitors with numbers <25 the results show that Indonesian teenagers are already dating. Teenagers aged 13 years and over have had free sex due to lack of education about sex. After doing research, this research makes a UI/UX design for the sexion application in which there are 3 main supporting features, the first contains educational videos, articles, the second is a course + professional mentor (psychologist) and the third is a storytelling room. Users or users, namely teenagers, can tell their problems in the Sexion application design. By using the design thinking method which consists of 5 stages, namely empathize, define, ideate, prototype and test. The final results obtained indicate that the dissemination of the questionnaire carried out using a prototype that has been distributed resulted in the acquisition of Accelent click-action data (Grade A) that this application can be developed and used as an application for learning Sex Education.*

*Keywords: Toxic Relationship, Design Thinking, Education, Prototype*